BOMBER BOYS
QUICK REFERENCE

- **Reveal the top card from the Bomb Run deck**
  - **ITEMS**: 1x use; keep item or rally
  - **EVENTS**: ignore event or rally; you cannot ignore permanent events
  - **AIR ATTACKS:** attack aircraft (combat) or rally; display until destroyed
  - **GROUND ATTACKS:** defend or rally; discard at turn end, unless instructed

COMBAT OVERVIEW

No combat occurs on turns in which you reveal an item or event!

- **Determine Initiative** (take ammo dice in hand; dice left in pool = Initiative)
  - Meet or exceed enemy's value to have Initiative (you attack first); otherwise enemy attacks first
  - If multiple enemies on display, compare individually
  - Ground attacks ("X") resolve after you attack
- **Award Focus Token**
  - If Initiative is tied with enemy, no focus is awarded
  - You gain focus if your Initiative is higher, equal to difference
  - Enemy gains focus if if its Initiative is higher, equal to difference
  - If multiple enemy aircraft, compare to highest Initiative only
- **Attacking Aircraft:** Roll all ammo dice in hand
  - Assign ammo dice to crew; must have Line of Sight (or maneuver for LoS)
  - Modify 1 die if you have focus per token value
  - Limit one action per crew; assign as many "ready" crew as you wish
  - Track enemy damage (place cubes on enemy aircraft based on hits)
  - Exhaust all crew you assigned/activated; return any focus token
  - Discard destroyed enemies
- **Enemy Attacking:** Roll 1 enemy die per enemy on display, unless instructed
  - Assign enemy die/dice (max 2 attacks by enemy)
  - Modify 1 enemy die if enemy has focus per token value
  - For each hit, roll damage die and add yellow minor damage cube
  - If minor damage is at location, replace with black major damage cube
  - Ignore roll if location already has a major damage cube
- **Rally:** Rally if you: did not take item; ignored event; did not attack/defend
  - Rallying comprises your turn; "ready" all crew; enemy attacks you if you rally during an attack.